



TCEA 2010 Logo

## TCEA 2010: Charting New Waters

**J**oin Texas Computer Education Association's 30th Annual Convention and Exposition Feb. 8-12, 2010, in Austin. The TCEA annual convention is recognized nationwide for its quality professional development opportunities, fun activities, and chances to meet and network with other education professionals. TCEA's five-day convention is one of the largest educational technology conventions in the nation and the largest in Texas. Be sure to take advantage of this opportunity to develop your own technology skills and meet other educa-

tors who have similar goals. Attend up-to-date trainings in interactive Model Classrooms, Web 2.0 Lounges, the Gaming/Second Life Playground, and Bring Your Own Laptop sessions. All the hands-on workshops will be one-to-one. Learn from the best presenters and most knowledgeable educational technology experts in the nation in workshops with one computer for each participant. They offer more than 100 workshops and 300 concurrent sessions on subjects that range from the basics to the latest trends and hot topics.

TCEA has something for all educators who want to increase their skills and learn more about how to integrate technology into the classroom. See the latest and greatest products in TCEA 2010's 900-booth exhibit hall – covering the size of four football fields.

*(Continued on page 4)*

### In this issue

Cybersafety	2
LoTi	3
Cool Tool	4

## TCEA Presenters

Each presenter is expected to provide an electronic copy of his/her handout and/or presentation in advance. These will be posted on the TCEA web site with all rights reserved to the author. All handouts are to be sent to the TCEA office by Friday, Nov. 20, 2009, in an email with a

zipped file to [mmartinez@tcea.org](mailto:mmartinez@tcea.org). Remember to name the file your session ID number. These same files will also be available after the convention for attendees to download. When you check in at the Presenters Booth, you will receive instructions on how to access these files. You may then pass these instructions along to attendees at your session.

# Cybersafety



*Jack and Connor view websites*

## Blogs and Chats... Students' Lives are an Open Book Online!

MySpace.com, Facebook.com, and Xanga.com are daily places for communication for many students. Imagine reading a child's diary, but instead of digging it out from under the bed, you find this one online. Not only are they telling the world about where they are going and what they are doing, but their friends are logging on and making comments. Their loves, likes, fears, and hates are all right there for everyone to see. While it is possible to mark the content as private, most do not. On the Xanga site kids can subscribe to bloggings that connect their sites to other sites with similar content. The rings can be based on favorite music, hobbies, or the school they attend. Unfortunately, anyone of any age can subscribe to these rings, and it is quite possible to find a convenient list of high school or middle school students in any given city. The list is complete

with pictures, diary entries, names, and other contact information. It is imperative that students understand the danger of that kind of openness. Another potential pitfall is cyber bullying. The diarylike environment encourages students to vent about their hurts and conflicts of the day. These sometimes sensitive entries end up as a written document that students later regret.. Students have created sites that ask others to give feedback on other students' nerdiness, attractiveness, and intelligence. Other sites have created places for nominating the fattest person, ugliest person, or the one most likely to be arrested. These hurtful statements are often completed with a sense of anonymity that encourages students to be harsher than they normally would.

### Guidelines

Share these guidelines with children:

I will talk with my parents or guardian about their expectations and ground rules for going online.

I will keep my identity private.

I will respect other people's rights while online.

I will never share my name, address, telephone number, parent's work address or telephone number, or the name and location of my school.

I will never respond to any online communications that makes me feel uncomfortable, scared or confused.

### Cybersafety Websites

[www.wiredsafety.org/](http://www.wiredsafety.org/)  
[www.netlingo.com/](http://www.netlingo.com/)  
[www.netsmartz.org](http://www.netsmartz.org)  
[www.cyberbully.org](http://www.cyberbully.org)  
[www.internetsuperheros.org/](http://www.internetsuperheros.org/)

[www.safekids.com](http://www.safekids.com)  
[www.getnetwise.com](http://www.getnetwise.com)  
[www.netsmartz.org/pdf/pledgeK2.pdf](http://www.netsmartz.org/pdf/pledgeK2.pdf)  
[www.netsmartz.org/pdf/pledge36.pdf](http://www.netsmartz.org/pdf/pledge36.pdf)  
[www.safeteens.com/teenrules.htm](http://www.safeteens.com/teenrules.htm)

# LoTi

## What is LoTi?

LoTi stands for the Levels of Technology Implementation. The LoTi framework was developed in 1994 by Dr. Chris Moersch as a method to accurately measure authentic classroom technology use. The framework includes seven levels.

<http://loticonnection.com>

### Level 0- Nonuse

A perceived lack of access to technology-based tools or a lack of time to pursue implementation.

### Level 1- Awareness

The use of computers is generally one step removed from

the classroom teacher. Computer-based applications have little or no relevance to the instructional program.

### Level 2- Exploration

Technology-based tools serve as a supplement to existing instructional program. The electronic technology is employed either as extension activities or as enrichment exercises to the instructional program.

### Level 3- Infusion

Technology-based tools augment isolated instructional events.

*(Continued on page 4)*



*Image from <http://loticonnection.com>*

## Why does it matter:

According to the research summarized in an article published by Apple Classrooms of Tomorrow, the effective use of technology in the classroom has a positive effect on important areas of instruction.

“Students... learn basic skills—reading, writing and arithmetic better and faster if they have a chance to practice

those skills using technology.” “Technology can decrease absenteeism, lower dropout rates, and motivate more students to continue on to college.” “Students who have the opportunity to use technology to acquire and organize information show a higher level of comprehension and a greater likelihood of using what they learn later in their lives.” “Students who regularly use technology take more pride in their work, have

greater confidence in their abilities, and develop higher levels of self-esteem.” The research shows that technology integration works, but the two most pivotal ingredients are those of the classroom teacher in their daily planning and the building principal in their leadership and expectations.

# Cool Tool

## TagCrowd

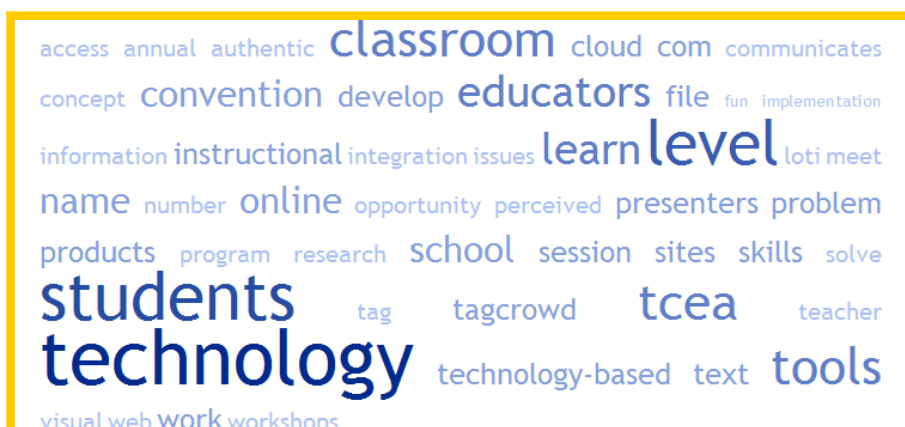
TagCrowd is a web application for visualizing word frequencies in any user-supplied text by creating what is popularly known as a tag cloud or text cloud.

TagCrowd is being used far beyond the online realm as topic summaries for speeches and written works, as visual summaries for survey data mining, as name tags for con-

ferences or wherever new collaborations start, as visual poetry, as a preteaching vocabulary tool, and as a link between one concept and another.

This website is free and easy to use. You just paste any text into the engine, and TagCrowd creates the visual. The larger words are the ones that occur the most often.

[www.tagcrowd.com](http://www.tagcrowd.com)



*TagCrowd example uses the text from the articles in this publication.*

*(TCEA Continued from page 1)*

They have products and services to meet every need and budget. Explore booths manned by companies that cater to educators or administrators who want to increase technology use in their classrooms, schools, and districts. You can't afford to miss the opportunity to learn more about what products are available for you.

TCEA's annual convention is THE meeting place of Technology Directors, Campus Technology Specialists, and all other educators who love technology and want to learn more about it. Don't miss out on the professional development or the fun!

*(LoTi Continued from page 3)*

### Level 4 Integration

Technology-based tools are integrated in a manner that provides a rich context for students' understanding of the pertinent concepts, themes, and processes. Technology is perceived as a tool to identify and solve authentic problems.

### Level 5- Expansion

Technology access is extended beyond the classroom. Classroom teachers actively elicit technology applications and networking from business enterprises, governmental agencies, etc to expand student experiences directed at

problem solving, issues resolution, and student activism surrounding a major theme/ concept.

### Level 6- Refinement

Technology is perceived as a process, product, and tool to help students solve authentic problems related to and identified real-world problem or issue. Technology integration is seamless.

**Article and correction submission**

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